

N·GAGE
NOKIA
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gameloft

Single Player

Multiplayer

Bluetooth

Online Option*

* Online gameplay requires network support.

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N·GAGE

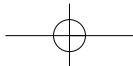
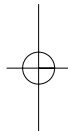
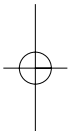
1-4 PLAYERS

TOM CLANCY'S
SPLINTER
CELL
CHAOS THEORY™

gameloft

N·GAGE
ARENA

ONLINE FEATURES AVAILABLE



Part No. 9238027
R/XXXXXX/YY

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Printed in China.

Package contains one game on one game card.

The information contained in this user guide was written for Tom Clancy's Splinter Cell Chaos Theory™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.
Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

N-GAGE

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



N-GAGE QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.

3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)




Starting a Game

N-GAGE


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

N-GAGE QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Bluetooth Multiplayer Gameplay*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

Table of Contents

Inserting the N-Gage™ Game Card	3
Starting a Game	3
Bluetooth Multiplayer Gameplay	3
Introduction	4
Starting Up	5
Gameplay Controls	6
Game Screen	7
Sam's Actions and Movements	8
Single-player Mode	12
Multiplayer Mode	12
N-Gage™ Arena	14
Options	14
Credits	15
Nokia Limited Warranty	16
Limitations on Warranty	16
Obtaining Warranty and Technical Support	16
N-Gage™ Arena Instructions	16

Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Note: Do not use the USB port during gameplay.

■ Table of contents

Introduction	P4
Starting Up	P5
Gameplay Controls	P6
Game Screen	P7
Sam's Actions and Movements	P8
Single-player Mode	P12
Multiplayer Mode	P12
N-Gage™ Arena	P14
Options	P14
Credits	P15

■ Introduction

What if a simple algorithm could crash the Asian stock market, black out New York and take control of ballistic missiles?

THIS IS 2007, THIS IS REALITY.

The only programmer who has the key to this algorithm... has vanished.

Find him at any cost. Bring the battle closer to the enemy — bring it to THEIR soil before the chain of chaos becomes unstoppable.

You are Sam Fisher. You are a Splinter Cell.

Starting Up ■

Insert the game card in your N-Gage™ game deck. If the game doesn't start automatically, select the game icon in the Main menu.

Menu Controls

Use the **Controller Key** to browse through the options. Press **Key 5** or the **Left Selection Key** to select an option and go to the next screen. Within any submenu, press **Key 7** or the **Right Selection Key** to return to the previous screen.



Main Menu Options

Single-Player: Start or continue a single-player game.

Multiplayer: Start or join a multiplayer game.

N-Gage™ Arena: Upload or download best scores and/or Shadow Missions to N-Gage™ Arena.

Options: Customize the game options.

About: Show the game credits and information.

Exit: Leave the game.



■ Gameplay Controls

Normal Mode (Default) and Shadowspy Mode (Go-op Missions and Versus Missions)

Riming Mode (Default) and Argus Mercenary (Versus Missions Only)

Key 2 move camera (up), zoom in (when activated)
move Sam Fisher or Mercenary (forward), zoom in (when activated)

Key 1 equip gadget/weapon
draw back weapon or gadget (spy only)

Controller Key move Sam Fisher or Spy
aim

Key 4 move camera (left)
move Sam Fisher or Mercenary (strafe left)

Key 7 interact
reload weapon or gadget

Left Selection Key, Right Selection Key open OPSAT
open OPSAT

Key * open inventory
open inventory (spy only)

Key 3 cycle vision mode
cycle vision mode

Key 5 jump
use weapon or gadget

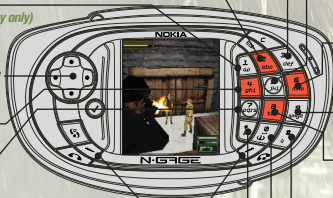
Key 6 move camera (right)
move Sam Fisher or Mercenary (strafe right)

Key 9 change stance
change stance (spy only)

Key 8 move camera (down),
zoom out (when activated)
*move Sam Fisher or Mercenary (backward)
zoom out (when activated)*

Key # toggle run/walk
toggle run/walk

Key 0 toggle binoculars/zoom
zoom (select weapons)



Game Screen ■

Menu Control

There are a number of interface features that help you assess your situation during gameplay. Use these to make informed decisions.

Life Bar: Represents the status of Sam's health and life.

Stealth Meter: The meter represents the amount of light in Sam's area. When the meter is all the way to the right, Sam is at his most visible and vulnerable.

Interaction System: This system appears when you can interact with an object or person in the environment.

Selected Weapon/Gadget: Displays the current selection.

Communication Box: Appears at the bottom of the screen when you receive a communication or a mission update.

OPSAT (Operational Satellite Uplink): The small flashing envelope that occasionally appears at the bottom left corner of the screen indicates when a new objective, data, mail or mission update is available. Press the **Left** or **Right Selection Key** to open the OPSAT and read it. For more about OPSAT, see page 11.



■ Sam's Actions and Movements

Each time Sam can perform a special action, the Interaction System window will open. Press **Key 7** and hold it, then use the **Controller Key** to select the action you want to perform. Release **Key 7** to validate your choice.

Crouching

Press **Key 9** to crouch. Moving while crouching is slower, but quieter. Sam is also less visible when crouching. To stand up, press **Key 9** again.

Jumping

Press **Key 5** to jump. Be careful to not jump from too great a height or you could hurt yourself!

Mantling

Press **Key 5** when you are near a low object. Sam will crawl, or "mantle," onto it.

Climbing

To climb a pipe or ladder, simply walk up to it. Press **Key 5** to jump off.



Back to Wall

Sam is less visible with his back to the wall. To put his back to the wall, press **Key 7**. Press **Key 7** again or **Controller Key Down** to stop the action.

Shimmying

To grab and hang from a ledge above Sam's head, press **Key 5**. Sam can move left and right. Press **Key 5** again to make Sam pull himself up — if there's room. To let go of a ledge, press **Key 7**.

Hand-over-hand

To grab and hold a horizontal pipe, press **Key 5**. Bring Sam's legs up by pressing **Key 5** again. Press **Key 7** to jump off the pipe.

Zip Line

To grab a zip line, press **Key 5**. Sam will slide down automatically.

Advanced Moves

Rolling

To roll while moving, press and hold **Key 9**.

Split Jump

If Sam is in a corridor that is about as wide as he is tall, get close to one of the walls, and press **Key 5** twice in rapid succession. Sam will perform a Split Jump.

Drop Attack

If you can get above an enemy and drop directly down on him, you will knock him out.

SWAT Turn

While Sam is peeking through an open door or into a small corridor, press **Key 5** to perform a SWAT turn.

Bash Door

Select the the Bash Door move when you are facing a door. A powerful bash can knock out an enemy, but it also makes a lot of noise.

Non-Player Character-Linked Moves

Move Body

Sam will need to hide dead or unconscious bodies to prevent them from being discovered. Select the Grab Body interaction to carry a body. Press **Key 7** to quietly put down the body.

Grabbing

Grab an enemy by sneaking up to him undetected, and selecting the Grab Character interaction. Press **Key 5** to knock him out.

Human Shield

While holding an enemy as a human shield, you can equip your sidearm and fire at other enemies by pressing **Key 1**.

Interrogation

Some enemies can be interrogated for useful information. While holding an enemy, select the Interrogate interaction to make him talk.



Inventory

Select Weapon

Hold **Key *** and use the **Controller Key Right** and **Left** to view your choices. Release **Key *** to select the weapon.



Select Ammunition

Some weapons have different types of munitions. When a weapon type is highlighted, press **Controller Key Up** and **Down** to navigate. Release **Key *** to select the ammunition for the weapon.



Vision Modes

Normal Mode

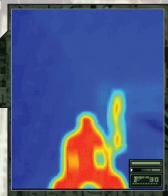
This is Sam's regular way of seeing under normal light conditions.

Night Vision Mode

This mode amplifies very low existing light. Select for seeing in dark areas.

Thermal Vision Mode

Thermal vision captures the upper level of the infrared light spectrum, showing areas of emitted heat rather than reflected light.



Mini Games

Lock-picking

You can pick locked doors by selecting the Lock Pick interaction when facing a door. Slowly rotate your thumb on the **Controller Key** until you see and hear the first pin begin to move. This means you are in the correct quadrant. Tap the **Controller Key** in this same direction to release one of the pins in the lock. Repeat until all pins are released.



Keypad

Standard push-button security pads are linked to electromagnetic locking systems in doors. Only the correct code will allow a keypad-locked door to be opened.

OPSAT (Operational Satellite Uplink)

The OPSAT is a compact, wrist-mounted version of a standard civilian PDA, designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon Headquarters. To open the OPSAT, press the **Left Selection Key** or **Right Selection Key**. This will pause the game.

You can navigate the OPSAT tabs by pressing **Controller Key Left** or **Right**. Scroll through the OPSAT using **Controller Key Up** and **Down**.

Stealth Action

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility meter on the main screen is an important indicator of stealth. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's ability to remain hidden.

A Splinter Cell operative must not only avoid enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound — a golden invitation for an enemy patrol to investigate your position.

When you want to take out an enemy, you can approach him silently while crouching. If he turns his back to you and you manage to get close enough to him, you can grab him by pressing **Key 5**. Sometimes you will be able to interrogate him by pressing **Key 7**. You can always drag him around using the **Controller Key** and knock him out by pressing **Key 5**, or cut his throat by pressing **Key 7**. Remember that bodies lying around will alert other enemies. When you're near a body, you can press **Key 7** to grab it and move it to a dark corner.

Alarms

Note that if an enemy detects Sam, or even suspects the presence of an intruder, they have been specifically trained to alert nearby comrades or trigger an alarm. Because of the extreme covert nature of Splinter Cell operations, indiscretion with alarms can lead Third Echelon to abort a mission.

■ Single-player Mode

Select Single-Player in the Main menu, then New Game to begin a new single-player campaign. As you progress through the game, missions will be unlocked in the Mission menu. You can replay any mission once you have finished it at least once.

■ Multiplayer Mode

The Multiplayer mode allows 2 to 4 players to go on a Co-op or a Versus mission. Simply select Multiplayer from the Main menu. You will then have several options, depending on whether you would like to join an existing game or host a new one.

Hosting a Multiplayer Game

If you wish to start your own multiplayer game, choose Host Game. You will be taken to the Multiplayer Lobby screen. Other players will then have the opportunity to join your game. Once you see all of the players in the Lobby (4 players maximum), select Connect Players to connect them to this Lobby. When everyone is ready to begin, press Start Game.

IMPORTANT: Once you select Connect Players, no other players will be able to connect to your game.

Joining a Multiplayer Game

If you wish to join a game hosted by another player, select Join

Game. You will be taken to a screen listing the detected devices around you. Please note that it may take some time before the desired host appears. Highlight the name of the host you want to join, and select it. You will now be taken to the "Waiting for the host to connect players" screen. You will see this screen until the host connects all players to the Lobby.

Bluetooth Wireless Gameplay

This option lets you turn the Bluetooth wireless gameplay feature on and off. This is also the place where you can set the name that will be displayed when you play multiplayer games.

Players in the Lobby

In the Lobby screen, the players area shows the names of all players currently connected to the multiplayer game. At this point, it is impossible for another player to join the game. The box color in front of the name indicates the team (Versus) or expertise (Co-op) with which the player will play.

Game Settings

The game host is the only player able to change the game settings of this session. The settings are:

- **Switch Team (Versus only):** Select your team.
- **Switch Expertise (Co-op only):** Select your expertise.
- **Select Type:** Choose to undertake a Co-op or a Versus mission.
- **Mission:** Choose the map on which you want to play.

Co-op Mission

Maximum players: 2

The Co-op mission lets you play with a partner in exclusive missions. Each player must select a Shadownet expertise before starting the game. Players cannot choose the same expertise. Both Shadownet Spies will have to work together to succeed in their mission.



Shadownet Assault

Equipped with firearm weapons, this Assault class can kill enemies. The Shadownet Assault is the protector of the team. He can also hack electric panels to unlock doors or disable electronic devices. The Assault class cannot break any electronic devices since they are all bulletproof.

Shadownet Hacker

Equipped with the Sticky Shocker and some types of grenades, the Hacker class can disable electronic devices (camera, lasers, etc.) by shooting at them with an electric shot. The device will be disabled for only a limited amount of time. He can also hack computers to disable security systems or unlock doors. One player must be in each class to start a Co-op mission.

Versus Mode

Maximum players: 4

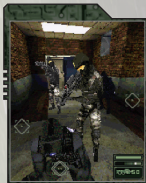
The Versus mode places you in a war of Spies against Mercenaries. While Spies try to hack computer devices to steal important information, Mercenaries must patrol and guard these stations. Spies only have to hack a certain number of computers for the mission to succeed. Mercenaries will win if the Spies cannot hack the specified number of computers before the time limit is reached.

Shadownet Spy

Your objective is to hack the specified number of computers before the time limit is reached. Your only weapon is the Sticky Shocker, which can electrify a Mercenary for a short period of time. Stealth and discretion are your best allies.

Argus Mercenary

Your objective is to protect the computers from being hacked and to eradicate any intruders. You will succeed in your mission if you prevent a specified number of computers from being hacked within the time limit. At least one player must be in each team to start a Versus mission.



N-Gage™ Arena

View other players' scores and replays of Tom Clancy's Splinter Cell Chaos Theory™ by connecting your N-Gage or N-Gage™ QD platform to N-Gage Arena. NOTE: You will need a valid GPRS connection to access N-Gage Arena. Please refer to the N-Gage website for more information. (www.n-gage.com) Select N-Gage™ Arena from the Main menu of Tom Clancy's Splinter Cell Chaos Theory™ to create a connection. Once the connection is established, select any mission and view the top 10 scores, starting with the best. Select any player from the list to

view his score details and/or download and view his replay. The green highlighted name is your personal score! Who's the best Third Echelon agent in the world?

Options

Sounds: Set the volume of music and sound played throughout the game.

Language: Choose from 6 languages. (Note: the language will default to the language of your N-Gage device.)

Settings: Customize your game options. (Please see below for details)

Extras: See bonus material and cheats.

Reset profile: Erase the current profile and delete all save games.

Settings

N-Gage™ Arena Aware: Connect and upload stats/replay to Arena when a mission is completed.

Horizontal Auto Center: Horizontally centers the camera while moving Sam.

Vertical Auto Center: Vertically centers the camera while moving Sam.

Invert Horizontal Camera: Invert the horizontal camera movements in-game.

Invert Vertical Camera: Invert the vertical camera movements in-game.

Enable Blood: Display the blood special effects.

Display Radar: Display the in-game radar.

Enable Vibr.: Enable possible in-game vibration.

Credits ■

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Jean-Virgile Laprise

Music

Amon Tobin

Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend gameplay.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at arena.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See arena.n-gage.com for more details.

N-Gage™ Arena support provided by Nokia.

Please refer to arena.n-gage.com for gameplay instructions.

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